**OCR I-Media Key Stage 4 Curriculum Map (OCR I-Media 2023/2024)**

**Year 10**

| **Components covered:RO96** | **Components covered:R096** | **Spring covered**  **R096** | **Spring 2** | **Summer 1** | **Summer 2**  **covered:R094** |
| --- | --- | --- | --- | --- | --- |
| **Sub-Topics:**  **1.1 Features and conventions of animation and audio**  **1.2 Resources required to create animation with audio** | **Sub-Topics:**  **2.1 Techniques to obtain, create and manage assets**  **1.3 Pre-production and planning documentation and techniques for animation with audio**  **2.1 Techniques to obtain, create and manage assets**  **2.2 Techniques used to create animation with audio** | **Sub-Topics:**  **2.1 Techniques to obtain, create and manage asset**  **2.2 Techniques used to create animation with audi** | **Components covered:**  **R093:Creative iMedia in the media industry Work planning documents for support ideas generation**  **R093: Documents used to design and plan media products**  **Sub-Topics:**  **1.1 Media industry sectors and products**  **1.2 Job roles in the media industry**  **2.1 How style, content and layout are linked to the purpose.**  **2.3 Audience demographics and segmentation**  **2.4 Sources of research**  **2.5 Media codes used to convey meaning, create impact and/or engage audiences**  **3.1 Work planning**  **3.2 Documents used to support ideas generation**  **4.1 Distribution platforms and media to reach audiences**  **4.2 Properties and formats of file formats**    **4.2.4 File compression**  **4.2.1 Image files**  **4.2.2 Audio files**  **4.2.3 Moving image files** | **Components covered: R903 Creative iMedia in the media industry legal considerations**  **Sub-Topics:**  **2.4 Sources of research and types of research data**  **3.4.1 Legal Considerations to protect individuals**  **3.4.2 Intellectual property rights**  **3.4.3 Regulation, certification, and classification**  **3.4.4 Health and safety** | **Components covered:R094**  **NSA RELEASED jUNE 1ST**  **R094:Visual identity and digital graphics NEA Modify, store, save and export images and graphics for use**  **R094: NEA Working on and submit for moderation)**  **Sub-Topics:**  **3.2 Modify images and other assets to ensure the technical compatibility for use within print graphics**  **3.2 Store assets for use**  **3.3 Save and export** |
| **Assessment:**  **Centre-assessed tasks** | **Assessment:**  **Centre-assessed tasks, OCR moderated** | **Assessment:**  **Centre-assessed tasks, OCR moderated** | **Assessment:**  **Centre-assessed** | **Assessment:**  **Centre-assessed** | **Assessment:**  **Centre-assessed** |
| **Builds upon:**  **Y9 skills development undertaking the magazine project. Skills developed in KS3 ICT working with graphics.**  **R094 Visual identity and digital graphics**  **R093 Creative iMedia in the media industry** | **Builds upon:**  **Y9 skills development undertaking the magazine project. Skills developed in KS3 ICT working with graphics.**  **R094 Visual identity and digital graphic**  **R093 Creative iMedia in the media industr**y | **Builds upon:**  **Y9 skills development undertaking the magazine project. Skills developed in KS3 ICT working with graphics.**  **Application of graphical visual identity**  t | **Builds upon:**  **key aspects of the New Media sector**  **How the design of a media product is based on its purposesHardware unit**  **binary compression**  **DPI and PPi** | **Builds upon:**  **R096**  **1.3 Pre-production and planning documentation and techniques for animation with audio purpose of mood board and pre-production documents** | **Build upon:**  **R096**  **2.1 Techniques to obtain, create and manage assets**  **Visual identity and digital graphics** |

**Year 11**

| **Autumn 1** | **Autumn 2** | **Spring 1** | **Spring 2** | **Summer 1** | **Summer2** |
| --- | --- | --- | --- | --- | --- |
| **Components R094: covered:Visual identity and digital graphics**  Purpose, features, elements and design of visual identity | **Components R094: covered:Visual identity and digital graphics**  Graphic design concepts and conventions | **Components R093 covered:Creative iMedia in the media industry** | **Components covered:**  **R093**:Creative iMedia in the media industry Work planning documents for support ideas generation  R093: Documents used to design and plan media products | **Components covered: R903 Creative iMedia in the media industry legal considerations** |  |
| **Sub-Topics:**  **1.1Techniques to plan visual identity and digital graphics**  **1.2 Tools and techniques to create visual identity and digital graphics** | **Sub-Topics:**  **2.1Graphic design concepts and conventions**  **2.2 Licences and permissions to use assets sourced**  **2.3 Pre-production and planning documentation used to generate ideas and concepts for visual identity and digital graphics**  **3.1 Software tools and techniques used to create digital graphics**  **3.2 Source assets for use in digital graphics**  **·** | **Sub-Topics:**  **revisit from year 10**  **1.1 Media industry sectors and products**  **1.2 Job roles in the media industry**  **2.1 How style, content and layout are linked to the purpose.**  **2.3 Audience demographics and segmentation**    **2.4 Sources of research**  **2.5 Media codes used to convey meaning, create impact and/or engage audiences** | **Sub-Topics:**  **3.1 Work planning**  **3.2 Documents used to support ideas generation**  **4.1 Distribution platforms and media to reach audiences**  **4.2 Properties and formats of file formats**    **4.2.4 File compression**  **4.2.1 Image files**  **4.2.2 Audio files**  **4.2.3 Moving image files** | **Sub-Topics:**  **2.4 Sources of research and types of research data**  **3.4.1 Legal Considerations to protect individuals**  **3.4.2 Intellectual property rights**  **3.4.3 Regulation, certification, and classification**  **3.4.4 Health and safety** |  |
| **Assessment:** OCR-set assignment released for the current academic year | **Assessment:** OCR-set assignment released for the current academic year | **Assessment:**  **OCR set and marked** exam | **Assessment:**  **OCR set and marked exam** | **Assessment:**  **OCR set and marked exam** |  |
| **Builds upon:**  **Hardware unit**  **binary compression**  **DPI and PPi** | **Builds upon:**  **How style, content and layout are linked to the purpose Colour palette and meaning Layout/complexity** | **Builds upon:**  Application of graphical visual identity | **Builds upon:**  **key aspects of the New Media sector**  **How the design of a media product is based on its purposesHardware unit**  **binary compression**  **DPI and PPi** | **Builds upon:**  purpose of Mood board  Mind maps |  |
| **Introduces:**  The purpose of a visual identity  Recognition/familiarity·  Establish a brand Develop brand loyalty  Visual communication with audiences/consumers  Recognise the design style of a visual identity and why it is used  conventions of graphic design  The properties of vector files  The properties of bitmap files  The need for licences and permissions when using assets  Graphics shape/symbol  Typography  Colour palette and meaning  Layout/complexity  Business type  Brand values  Brand positioning  Introduces the assignment brief and client requirements | **Introduces:**  Application of graphical visual identity  image/text Alignment  Typography  How to use of colour and colour systems  How to use of white space  Headlines and copy Image content  Titles and mastheads  Bitmap/raster properties  Vector graphic properties  intellectual property. copyright issues licences and/or permissions needed to use images and other assets in a digital graphic.  Mood board  Mind maps  How to create a Concept sketch  Visualisation diagram  Image/canvas size  Layout tools  TypographyFilters and effects  Use of layers and layer styles  Creating assets using drawing tools  how to use Image editing software  Photoshop illustrator to be able to use different tools and techniques  How to modify the brightness, contrast and colour of an image  How to modify the brightness, contrast and colour of an image  How to use image editing software retouching and cloning tools  How to use image editing software text/type, filters and effects   |  | | --- | | **Introduces:**  Job roles in the media industry  The different technical roles and their main responsibilities involved in media production  How each technical role contributes to a media production  How the different jobs can be combined depending on the size of production  How physical media are used to deliver media products  key aspects of the Traditional Media sector  key aspects of the New Media sector  How the design of a media product is based on its purpose  How meaning is created for different purposes.  Why audience segmentation is use  How different audience groupings affect a media product designs and type.  The difference between technical and symbolic codes  How audio can be used to communicate mood, character and atmosphere  How colours can be used to create meaning when used in different contexts.  Explain the differences between primary and secondary sources  Describe the advantages and disadvantages of primary and secondary sources and data  Explain the differences between qualitative and quantitative information and data  Describe the advantages and disadvantages of qualitative and quantitative information and data | **Introduces:**  How the differences between Lossy and Lossless compression  what DPI/PPI mean  How image quality is dependent on DPI/PPI and resolution  the difference between Raster, Bitmap and Vector image files  the reasons for using different image file type  how compression affects image file type selection  How to select appropriate file formats for different contexts.  what sample rate is  what bit depth is  how sound quality is affected by sample rate and bit depth  how file compression affects audio quality  what frame rate means  what is meant by and the differences between SD, HD, UHD, 4K and 8K  how frame rate affects product quality  To be able to Identify different video and animation file types  How file compression affects moving image quality | **Introduces:**  Explain how permissions must be gained before filming/recording  Explain the difference between libel and slander  Explain how creative media organisations can comply with data protection regulations  Explain the roles of different organisations in regulating the creative media industry  Identify health and safety risks in the pre-production and production phases |  |